

# Nintendo

ENTERTAINMENT SYSTEM



**Nintendo** ENTERTAINMENT SYSTEM

NES-12-USA

# INDIANA JONES

and the  
TEMPLE OF DOOM™



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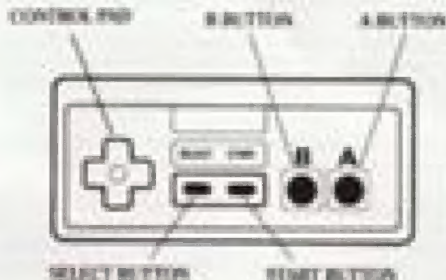
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## THE GAME

While on an archaeological expedition in India, Indiana Jones stumbled across the ancient village of Marzipan. Following the death of the powerful Sorcerer Sner who's been protecting the village and its people, the town lay in ruin and its children have mysteriously disappeared. Indy discovers the missing children in the evil Sorcerer's Palace, the home of the Mummy-like Mole Man, the evil High Priest. Now faced the children to save the good from evil and the other missing Sorcerer Sner's. Indy's adventure begins as he enters the palace to free the missing children and discover the Sorcerer Sner's, including Mole Man and his evil Thugger guards.

## CONTROL FUNCTIONS



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When the Title Screen appears, press the **Start Button**. After fully making access to the game minutes on the right, press the **Select Button** to begin the game.

Use the **Control Pad** to move Link up, down, left and right. Move through the terrain by climbing up, and down ladders, sliding down chutes, using the compass left, or jumping from ledge to ledge. Hold on corners back in the screen or jump into water cars. Watch out for the missing tracks and low jumps. At the end of the left or right to change tracks, and watch out or jump out if necessary.

When the game begins, Link has only his Whip for a weapon. Bombs and Gems are provided by Grand Master (Chalcham). The is found in small caves which is not far opened with a bomb. Hold down the **Control Pad** while pressing the **Select Button** to choose another weapon you have acquired. Left for the first, right for the second, up for the third, down for the Whip. (If another weapon is in use, it appears beneath the first.)

Press the **A Button** to rack the Whip (or use any weapon) in the direction you are facing. Swing so that it strikes ledge to wrapping your Whip around the swing post. Use your Whip to pull Thugger guards and bats, and get rid of snakes and spiders. Use other weapons to defend all attacks.

Press the **B Button** to jump down. To jump in the direction you are facing, hold down the **Control Pad** in that direction while pressing the **B Button**.

Press the **Start Button** to pause the game and view the Status Screen. You will be shown the time remaining, your score, the next score at which you earn an extra life (an extra life is awarded every 11,000 points), the number of weapons you have acquired, the number of Chalchams to be found, and the number of Big-Pixes remaining. Press **Start** again to resume play.

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To pause a game on the action screen, press the **A Button** on Channel 3, press the **B Button** on Channel 2, or **Control Z** on Channel 1 to continue.

After losing your last life, the program will return you to the Title Screen. To restart the game on the last Wave you had reached, hold down the **A Button** while pressing **Select** to begin the game.

## PLAYING THE GAME

The Temple of Death is made up of 12 Waves, or levels. To complete your mission you must fight your way to the secret Chamber of Evil ( Wave 12, receives the missing Tenth Wave, to win the hidden exit, and cross a rope bridge guarded by the terrible Wile E. Koopa Jr. ) and gain points by beating Giant Children, collecting prizes, and defeating your opponents. You begin the game with 1 item. If you lose all 1 item and opt to restart the game at the current Wave, you will be given only 1 item.

If you lose all your lives on Wave 1, if you stop to start the game with all your weapons and prizes intact on the last Wave you reached, Once you pass through the Chamber of Evil, you must complete the entire game without restarting. If you run out of lives, you must restart at the beginning of Wave 1 ( the Chamber of Evil ). The combination lines at the top of the screen begin at 0% and decrease most quickly on some Waves than on others. If time runs out on ANY Wave, Main Race appears and you lose a life, as well as any weapons or prizes collected on that Wave.

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## Waves 1-8

There are the children and women leading to the Chamber of Evil. First of the trapped Children and collect as many weapons and prizes as you can. Waves 1 through 8 have two rooms each; you may move freely back and forth between the two rooms, leaving Children and uncovering weapons and prizes. Collect all the Wing Pieces you can— they'll be needed in a later stage. If a Plot is uncovered, Lady gets an extra life. Keys open locked doors that lead to the next Wave (each room's Key opens the other room's locked door). Branch points come here. The further you get, the more weapons and prizes you will encounter.

The screen with the two solid columns will appear every time you hit a Wave, or move between rooms on a Wave. It shows the current Wave number and score, lives or healing, and sometimes a hint. If a hint appears, the screen will prompt you to **Select** to begin the next segment.

## Secret Doors

Each room on Waves 1-8 has a Secret Door hidden behind a door wall that can be revealed with TNT.

The Secret Doors on Waves 2, 3, 5, 7 and 8 lead to Secret Stairways, the location of which changes from game to game. Secret Stairways contain special prizes or a few of weapons.

The Secret Doors on Waves 1, 4 and 6 lead to Special Waves. The location of these Waves is shown the same, and some Good Children will stand around, pointing in their general direction. The Special Waves on Waves 4 and 6 each has a Secret Stairway, and some doors that let you skip the next Wave.

The Secret Doors on Wave 1 lead to the Wing Wave, which allows you to advance rapidly to a number of higher Waves. The Wing Wave has many Secret Stairways and other doors, and even does take you to a different Wave.

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## Wave 9

This is the Chamber of Kall; you must cross the Lava River and retrieve the three named Sacred Stones which are guarded by the Master of Kall. Once the Lava River is under a path across the river (after you have recovered all three stones, a hidden door leading to the Map Room will open).

## The Map Room

Upon completing Wave 9 you will enter the Map Room. Here you will see a map of most of the rest of the interconnecting rooms that make up Wave 10. If you have not collected all 25 Map Pieces, you will not be able to see the whole map! The Secret Exit in Wave 10 is marked on the map with an "X." You may make the map for as long as you wish—press **Select** to exit the Map Room when you are ready to proceed to Wave 10.

## Wave 10

Wave 10 is composed of six interconnecting rooms, one of which contains the Secret Exit you were shown in the Map Room. Explore each room until you recognize the items with the Secret Exit. If you have acquired the Secret Exit Indicator on Wave 7, the bird will appear in front of the Exit to indicate its location. Use **TNT** to reveal the Secret Exit in Wave 10. If you do not have all three Sacred Stones, you will not be allowed to pass.

## Wave 11

This is the Tule Room, which takes you up and out of the clutches of Kall. You must climb to the top and walk through the locked door; if you do not have all three Sacred Stones, the door will not open.



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## Wave II

Wave II is the final Bridge Wave. Find the door to the rope bridge and make your way across, dodging arrows and the floating booby bones to Waka Room (the rope bridge can be broken with a Sword or TNT). You must reach Waka Room and throw her off the bridge (before the last message, if you succeed, you'll find Willie and Sweet Honey waiting to greet you...and your mission is complete!)

## THINGS TO LOOK FOR

**Arrows in Secret Doors:** Activated by Ined Wave Children. Point in the general direction of a Secret Door, reveal the Secret Door with TNT.

**Carbs:** Found in the mines. Inky may jump into a carb to hide through the mines, and may jump out at any time. Inky can stand down or spend up a carb, and use it in either mode to make it last for an interaction. Watch out for mining tools and lava pools! Carbs may be empty at any point in or out of the Thuggers. Inky must get rid of the Thuggers before jumping into their carb; otherwise, he will be stomped and fall out. If there are two Thuggers in a carb, one may throw Inky's carb will stain Inky.

**Cannas:** Small toxic acid springs along paths and common Inky can use a Sword to open the cany and recover the TNT inside.

**TNT:** Use to get rid of enemies, reveal Secret Doors, activate lava paths or paths and common Inky.

**Canes:** Activated by Ined Wave Children. Use to bring enemies, shoot small shells to reveal enemy plans.

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**Flute:** Acquired by Good House Children. It only restores a Flute for you on route 10.

**Amulet:** Acquired by Good House Children. Give you extra lives.

**Keys:** Acquired by Good House Children. Use Keys to open locked doors and gates. A Key will not work in the room where it is found. It must be used in the other rooms on that Wave. Only the Special Key may be transported between waves.

**Large Skulls:** Found in the rooms, and in the rooms after the Chamber of Skulls. If you leave a life after receiving the Skeleton Stones, they will be placed on these of the large skulls for collecting.

**Map Pieces:** Acquired by Good House Children. Collect all 20 to view the entire map in the Map Room. If you do not lose any Good Children on a Wave and use a Secret Place to skip ahead, you will be awarded ALL the Map Pieces for that Wave. If you lose only some of the Children and use a Secret Place, you will not get ALL of the Map Pieces for that Wave.

**Old Dreams:** Can be reforged to form a barrier for earth - no evil evil gods are active and their evilness ending. Can be changed with 750.

**Secret Exit:** Found in a hidden statement on Wave 8, shows the location of the Secret Exit on Wave 10.

**Skeleton Stones:** Found at the station to the Chamber of Skulls, when all three are recovered, the Secret Exit to the Map Room will open. You will need all three to open the locked doors in the following Waves. If you leave a life after receiving the Stones, they will be placed on the large skulls in that room.



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**Directions:** Release the jump and release it when the screen goes from green to yellow. When the screen goes from yellow to red, release the jump when the screen goes from red to green.

**Level 1:** You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump.

**Level 2:** You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump.

**Level 3:** You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump.

**Level 4:** You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump.

**Level 5:** You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump.

**Level 6:** You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump.

**Level 7:** You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump. You need 4 jumps to get to the top of the jump.

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## HINTS

1. To achieve the best score, you must find ALL the Slave Children.
2. You cannot use any weapons while on a ladder or in a chute; the M30 can be used while falling, and while in a cart. However, you cannot tilt a cart and use a weapon at the same time. On some waves, you must select the Secret to successfully tilt mine carts over moving sections of track.
3. On Waves 1-6, you should concentrate on acquiring as many Map Pieces and weapons as possible (you can stockpile up to 10 of each weapon). You should also look for the Secret Instruments that hold the Special Key (Wave 7) and the Secret Map (Wave 8). The Special Key can be transported between Waves and will open ANY locked door that can be used only once. In the Chamber of Evil, it will open the locked door that leads to a shortcut to the Island.
4. If you use a Secret Door to skip ahead and have not found any Slave Children on that Wave, you will be awarded ALL the Map Pieces for that Wave. If you have found only some of the Children, you will not get ANY of the Map Pieces for that Wave.
5. There is only one path across the Lava River in the Chamber of Evil; to locate the correct path, you must find where the greatest number of Lava Monsters are appearing. The location is randomly selected for each game.
6. When you reach the six interconnecting rooms (Wave 10), you will be able to identify the rooms containing the Secret Exit by carefully watching the window locations of angry skulls, cave doors, and Children to find you were shown on the map. There are 24 potential locations for the Secret Exit; if you use the restart option to return to the Chamber of Evil, the location of the Secret Exit will be changed.

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7. If only one or two players leaving the Chamber of Evil with the Sordian Stones, the Stones will be placed on the three large skulls in that room—do not leave the room until you have recovered all three Stones!
8. The east door at the bottom of the Warp Wave (pictured in Wave 1) is difficult to reach, but leads all the way to the Chamber of Evil.
9. After you break the rope bridge on Wave 12, the Game Screen will appear. Press the **Start Button** to continue the game.
10. When you meet Willie and Shanty at the end of the game, Willie will "thank" Shanty to you—score bonus points by using your remaining weapons to "yank" the Snake.

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## LIMITED WARRANTY

Nintendo, Inc. warrants to the original purchaser of this product that the assembly machine or game (as the case may be) will be free from defects in material and workmanship for twenty (20) days from the date of purchase. Defective units covered by the purchaser during the twenty (20) day period will be replaced without charge, provided that the returned unit(s) have not been subjected to abuse, damage or excessive use.

Where defective units to date of purchase, this warranty extends to the period of purchase, a total statement describing the defect, and what action follows.

Nintendo, Inc. also warrants that the Game Pak will meet the purchaser's specific requirements with respect to game play and control. THE ENTIRETY OF THIS WARRANTY SHALL BE GOVERNED BY THE TERMS OF THE LIMITED WARRANTY.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER WRITTEN OR WRITTEN, EXPRESS OR IMPLIED, AND DOES NOT EXTEND TO ANY OTHER DEFECTS OR DAMAGES OF ANY KIND, INCLUDING BUT NOT LIMITED TO, A LOSS OF DATA, LOSS OF TIME, AND LOSS OF PROFITS.

NO SERVICE WILL BE PROVIDED BY THE PURCHASER OF THE PRODUCT OR ANY OTHER PARTY, INCLUDING BUT NOT LIMITED TO, THE PURCHASER OF THE PRODUCT.

Some states do not allow the exclusion or limitation of incidental or consequential damages or damages for loss of use, loss of profits, loss of time, or the above limitations of damages that may apply to you. This warranty gives you certain legal rights, and you may also have other rights which vary from state to state. Review all correspondence to Nintendo, Inc., P.O. Box 100, Redwood City, CA 94061-0100.

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## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Move the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver will be on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

*How to Identify and Resolve Radio-TV Interference Problems*

This booklet is available from the U.S. Government Printing Office, Washington, D.C. (5010-104) Stock No. 596-088/501-104 \$1.